Applicant: Shimizu, Toshiaki Serial No.: 09/966,468

Amendment Dated: November 13, 2003

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## IN THE SPECIFICATION:

Please amend paragraph [0028] as follows;

[0028] The display 12, shown in Figure 1, includes a grid 14 of cells 16 connected to a display processor 18. The display processor 18 randomly displays a first plurality of game elements 20 in a normal random display such that one game element 20 is displayed in each of the cells 16, as in Figure 3. The game elements 20 are determined by a random number generator 50 before being displayed. In one embodiment, the plurality of game elements 20 includes the following symbols: 9, 10, J, Q, K, and A. Other game elements 20 used in one embodiment includes a tree symbol, a pot of honey symbol, a sunflower symbol, an apple symbol, and a statue symbol. As described above, the game elements 20 could further include a blank symbol which may also appear in the cells or other symbols as desired. The controller 22, shown in Figure 2, is connected to the display processor 18 for initiating the normal random display of the game elements 20. The display processor 18 further displays a plurality of reels 24 and a plurality of rows 26 defining the grid 14 such that the intersection of one of the plurality of reels 24 and one of the plurality of rows 26 defines the cell 16.

## Please amend paragraph [0029] as follows;

[0029] The gaming machine 10 is characterized by the controller 22 initiating a bonus random display of the game elements 20 in response to a triggering combination 30 of the game elements 20 in the normal random display. The bonus random display, i.e., bonus round, occurs immediately upon the triggering combination 30 appearing in the normal random display. The triggering combination 30 includes a set of predetermined symbols being displayed in preferably at least three of the cells 16. In Figure 3, the triggering combination 30 is shown as having three apple symbols aligned on reels 1, 3, and 5. That is, the triggering trigger combination for the bonus round is at least 3 apples appearing in any payline wagered upon. It is to be understood that the triggering combination 30 can be different than described above while still achieving the results of the subject invention.

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## Please amend paragraph [0032] as follows;

[0032] The controller 22 also displays a winning combination of the game elements 20 having at least one wild cell 34 forming the winning wining combination and awarding a predetermined value for the winning combination, as in Figure 5. The winning combination in the bonus random display could be formed without any wild cell 34. There are many possible winning combinations capable of appearing within the grid 14 of cells 16. The winning combinations are typically shown in a pay table affixed to the machine for easy viewing. The pay table is stored in the EPROM and is available by touching the pay table touch surface. In the normal random display of game elements 20, winning combinations occur when the same element 20 appears, moving left to right across the reels 24, in consecutive cells 16 as described below. In the bonus random display, the wild cells 34 can form any of the winning combinations. The wild cells 34 can also form more than one winning combination, such as when the wild cell 34 is more than one symbol. For instance, the wild cell 34 can form one winning combination while being an "A", and a second winning combination while being a "9", during the same bonus random display. Hence, being designated as wild.

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